

Amendments to the Claims

1 1. (currently amended) A graphic multi-user interface for resolving conflicts,
2 comprising:
3 a touch sensitive surface;
4 means for displaying a plurality of items on the touch sensitive
5 surface;
6 means for generating, simultaneously, a plurality of sequences of
7 touch samples when a plurality of users simultaneously touch the touch
8 sensitive surface, each sequence of samples being identified with a particular
9 user generating the sequence of samples;
10 means for associating each sequence of samples with a particular
11 item, the particular item having an associated state and a policy;
12 means for generating an event for each associated sequence of
13 samples; and
14 means for determining a decision with respect to a conflict affecting a
15 next state of the particular item according to the events from the plurality of
16 users, the state and the policy.

1 2. (original) The graphic multi-user interface of claim 1, in which the state of
2 the item includes an owner, an access code, a size, an orientation, a color
3 and a display location.

1 3. (original) The graphic multi-user interface of claim 1, in which the
2 particular item is active when a particular user is touching the particular
3 item.

- 1 4. (original) The graphic multi-user interface of claim 1, in which one
- 2 particular user generates multiple sequences of sample for multiple touches.

- 1 5. (original) The graphic multi-user interface of claim 1, in which each
- 2 sample includes a user ID, a time, a location, an area and a signal intensity
- 3 of the touch.

- 1 6. (original) The graphic multi-user interface of claim 5, in which each
- 2 sample includes a speed and trajectory of the touch.

- 1 7. (original) The graphic multi-user interface of claim 1, in which the policy
- 2 is global when the conflicts affects an application as a whole.

- 1 8. (original) The graphic multi-user interface of claim 1, in which the policy
- 2 is element when the conflicts affects a particular item.

- 1 9. (original) The graphic multi-user interface of claim 1, in which the policy
- 2 is privileged user depending on privilege levels of the plurality of users.

- 1 10. (original) The graphic multi-user interface of claim 1, in which each user
- 2 has an associated rank and the decision is based on the ranks of the plurality
- 3 of users.

- 1 11. (original) The graphic multi-user interface of claim 1, in which the
- 2 policy is based on a votes made by the plurality of users.

- 1 12. (original) The graphic multi-user interface of claim 1, in which the
- 2 policy is release, and the decision is based on a last user touching the
- 3 particular item.

- 1 13. (original) The graphic multi-user interface of claim 1, in which the
- 2 decision is based on an orientation of the particular item.

- 1 14. (original) The graphic multi-user interface of claim 1, in which the
- 2 decision is based on a location of the particular item.

- 1 15. (original) The graphic multi-user interface of claim 1, in which the
- 2 decision is based on a size of the particular item.

- 1 16. (original) The graphic multi-user interface of claim 1, further
- 2 comprising:
 - 3 means for displaying an explanatory message related to the decision.

- 1 17. (original) The graphic multi-user interface of claim 1, in which the
- 2 decision is based on a speed of the events.

- 1 18. (original) The graphic multi-user interface of claim 1, in which the
- 2 decision is based on an area of the events.

- 1 19. (original) The graphic multi-user interface of claim 1, in which the
- 2 decision is based on a signal intensity of the events.

- 1 20. (original) The graphic multi-user interface of claim 1, in which the
- 2 decision tears the particular item into multiple parts.

- 1 21. (original) The graphic multi-user interface of claim 1, in which the
- 2 decision duplicates the particular item.

- 1 22. (currently amended) The graphic multi-user interface of claim 7, in
- 2 which the application has a global state, and further comprising:
 - 3 means for allowing a change to the global state only if all times are
 - 4 inactive, and no users are touching the touch sensitive surface or any of the
 - 5 plurality of items.

- 1 23. (currently amended) A method for resolving conflicts with a graphic
- 2 multi-user interface, comprising:
 - 3 displaying a plurality of items on a touch sensitive surface;
 - 4 generating, simultaneously, a plurality of sequences of touch samples
 - 5 when a plurality of users simultaneously touch the touch sensitive surface,
 - 6 each sequence of samples being identified with a particular user generating
 - 7 the sequence of samples;
 - 8 associating each sequence of samples with a particular item, the
 - 9 particular item having an associated state and a policy;
 - 10 generating an event for each associated sequence of samples; and
 - 11 determining a decision with respect to a conflict affecting a next state
 - 12 of the particular item according to the events from the plurality of users, the
 - 13 state and the policy.